

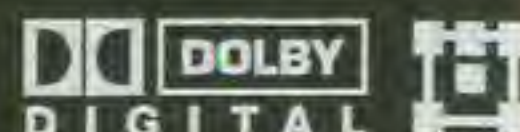
Coming November 2002

# PANZER DRAGOON ORTA™



Visit [www.esrb.org](http://www.esrb.org) or  
call 1-800-771-3772  
for Rating Information.

SEGA®



Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, Panzer Dragoon, and Panzer Dragoon ORTA are either registered trademarks or trademarks of Sega Corporation. Original game © SEGA CORPORATION, 1994, 2002. Panzer Dragoon ORTA © SEGA/SMILEBIT CORPORATION, 2002. Dolby and the double-D symbol are trademarks of Dolby Laboratories. All Rights Reserved. [www.sega.com/panzer](http://www.sega.com/panzer)



# SEGA GT2002™



SEGA®



# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing sega GT 2002™. Please note that this software is designed only for use with Xbox™. Be sure to read this instruction manual thoroughly before you start playing.

## TABLE OF CONTENTS

Using the Xbox Video Game System .....	2
Using the Xbox Controller .....	3
Controls .....	4
Getting Started .....	5
Race Display .....	8
Sega GT 2002 Mode .....	9
Quick Battle Mode .....	19
Chronicle Mode .....	20
Time Attack Mode .....	22
Replay .....	23
Credits .....	25
Warranty .....	29

## WARNING

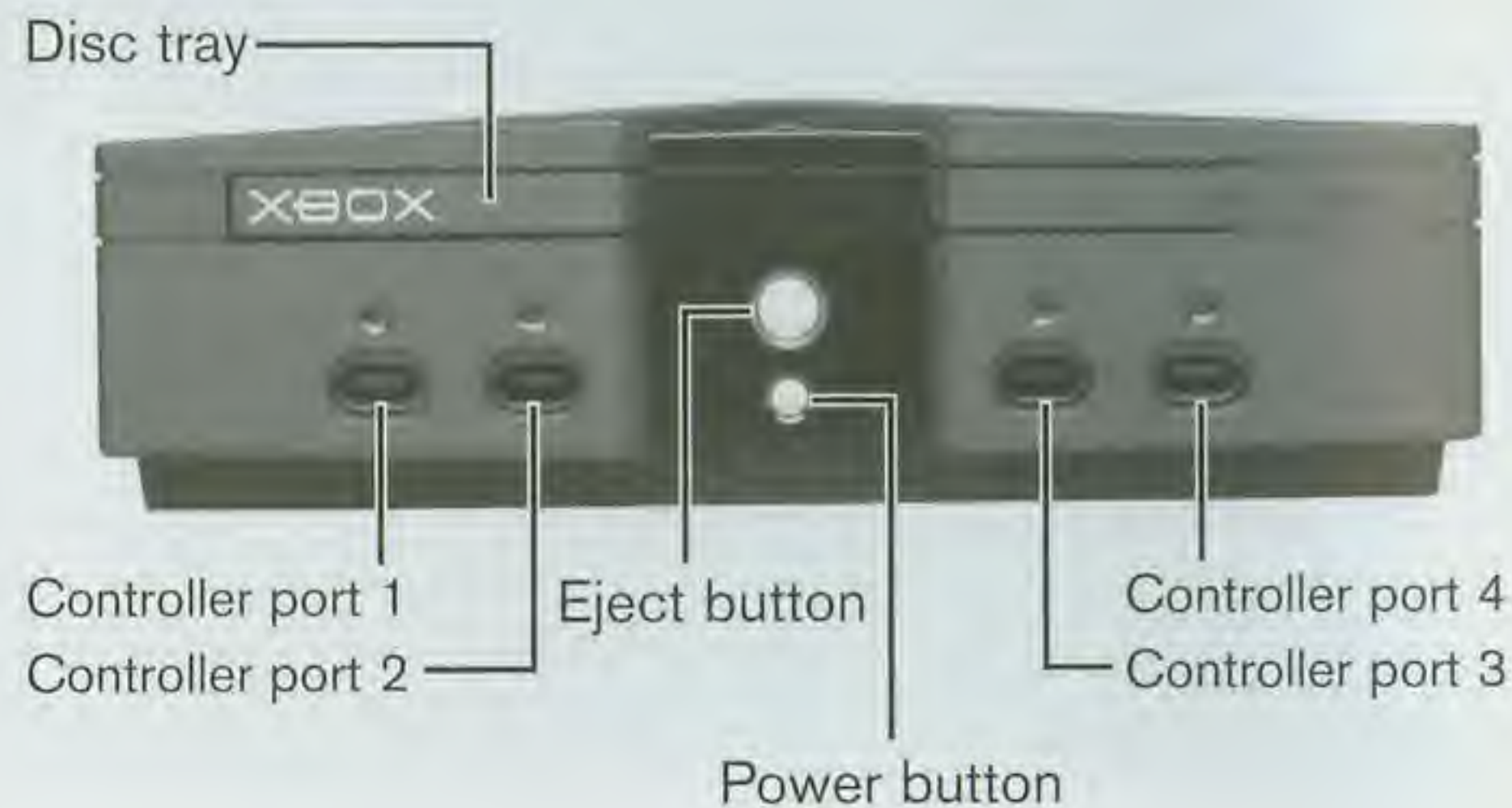
The content of this software is purely fictional. Cars that are featured in the game may vary in terms of their actual performance/use compared to the respective product it represents.  
Also, please do not imitate and practice what is done within the game on the public road.

The backup files of this game can be saved on the Xbox's internal hard disk unit. Never turn off the Xbox™ console while saving the file. Note also that this game does not support the memory unit (MU) (sold separately). Transfer your backup files of sega GT 2002 to a MU via the Xbox dashboard.



## Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Sega GT 2002 disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Sega GT 2002.



### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## Using the Xbox Controller



1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox™ Memory Unit) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using Xbox Controller to play sega GT 2002.



# Controls

Sega GT 2002 is a 1 to 2 player game. Connect the Xbox Controllers to Controller port 1 and Controller port 2 of the Xbox console. When turning on the Xbox, please do not move the left and right thumbsticks or the left and right triggers as this may disrupt the calibration of the controller and cause malfunctions.

## MENU CONTROLS

Move Cursor	left thumbstick/directional pad
Select	<b>A</b> button
Cancel/Return to Previous Screen	<b>B</b> button
Change Setting	left thumbstick/directional pad ←→ (Left/Right)

## RACE CONTROLS

\*All button assignments shown are default control configuration.



# Getting Started

Select "NEW GAME" to begin a new game. Select "LOAD GAME" to load a previously saved Sega GT 2002 saved game. If there is only one Sega GT 2002 save game present on the Xbox hard disk, the save game will be loaded automatically.



## SAVE / LOAD

Select "LOAD GAME" during the Title Screen or "SAVE/LOAD" from the Mode Selection menu (P.7) or main menu of Sega GT 2002 mode (P.9) to either save or load your game.

When the Save/Load menu is displayed, use ↑↓ to select either "SAVE," "LOAD," or "NEW GAME" (see below for details).

To return to the previous screen, either select "EXIT" or press the **B** button.



<b>SAVE</b>	Save the current game.
<b>LOAD</b>	Load the game file that you saved.
<b>NEW GAME</b>	Create a new game file.

An appropriate screen will be displayed by entering the menu items on the Save/Load menu or entering "LOAD GAME" during the Title Screen.

Use ←→ to highlight either "SAVE" / "LOAD" or "DELETE" (to erase a file) and press the **A** button to select. Then use ←→ to highlight the file slot and press **A** button to select.

To return to the previous selection or screen, either select "EXIT" or press the **B** button.



LOAD



SAVE



## Getting Started

## OPTION

Adjust various game settings. Use **↑↓** to select a menu item (below), and **←→** to change the setting. Select "DEFAULT" to reset the game settings. To return to the Mode Selection menu, either select "EXIT" or press the **B** button.



## VIEW POSITION

Set the viewpoint of the camera during the race (DRIVER/REAR 1/REAR 2).

## BGM VOLUME

Set the volume level for background music.

## SE VOLUME

Set the volume level for sound effects.

## CONTROLLER

Press the **A** button to display the Controller Option Screen. Use **←→** to change the Type of control settings and press the **A** button to select. Then use **←→** to toggle the Vibration setting and press the **A** button to select.



## CALIBRATION

Press the **A** button to display the Calibration Screen to adjust the analog controls.

First, press the **A** button without touching the analog key, then use the thumbsticks.



## TCS

Adjust the Traction Control System (ON/OFF).

## SCS

Adjust the Spin Control System (ON/OFF).

## CAR PROFILE

Toggles the Car Profile during the replay (ON/OFF).

## HEADPHONE

Toggles the headphone setting (ON/OFF).

## Getting Started

## NAVIGATION SYS.

Set the Course Map (P.8) of the race (2D/3D).

## SELECT BGM

Change the BGM of the race with the music saved in the Xbox hard disk.

## MODE SELECTION

Press the START button during the Title Screen to access the Mode Selection menu. Use **↑↓** on the directional pad / left thumbstick to select the menu item (see below), and press the **A** button to select.



## SEGA GT 2002 (P.9)

Manage a racing career from a private garage. Enter OFFICIAL RACE and EVENT RACE to earn prize money, new cars, and new machine parts. Aim to be the champion of the "World Tournament."

## QUICK BATTLE (P.19)

Enter the race with a car and course of your choice for pleasure. Enter cars saved from Sega GT 2002 mode by loading the game data.

## CHRONICLE MODE (P.20)

Select a classic car from the '70's~early '80's and qualify to advance to the next stage featuring a competition with newer cars.

## TIME ATTACK (P.22)

Enter the race with a car and course of your choice and seek for the best lap time. Record your Ghost Car in this mode.

## REPLAY STUDIO (P.23)

Watch the replays you saved from a variety of angles, or even edit the replays by using special effects.

## SAVE/LOAD (P.5)

Save or load game files. Also load or delete replays.

## OPTION (P.6)

Change various settings of the game.



# Race Display



NORMAL CAR



LIGHT TUNED CAR



SEGA GT 2002 MODE



DUAL RACE

- 1 Current Lap / Total Laps
- 2 Top: Current Lap Time  
Mid: Fastest Lap Time  
Bot: Record Lap Time
- 3 Course Map
- 4 Current Position / Total Cars
- 5 Total Time of Current Race
- 6 Rearview Mirror
- 7 Car Name and Car Number

- 8 Tachometer
- 9 Speedometer
- 10 \*Displayed only for Light tuned cars  
Left: Boostometer  
Mid: Water Temperature Gauge  
Right: Oil Temperature Gauge
- 11 \*Displayed only for sega GT 2002 mode.  
Damage Gauge

# Sega GT 2002 Mode

Upgrade cars through your own garage and aim to be the champion of the "World Tournament."

## STARTING UP

Players begin with 13,000 Total Money in the beginning (New Game) of Sega GT 2002 mode. First enter the CAR SHOP (P.15) and buy a car. After purchasing a car, enter an OFFICIAL RACE or EVENT RACE. Buy car parts at PARTS SHOP and USED PARTS SHOP or a new car at the CAR SHOP with prize money accumulated.



## MAIN MENU

When SEGA GT 2002 mode is selected with an existing file, the main menu of the Sega GT 2002 mode will be displayed. Use **↑** **↓** to highlight an item and press the **A** button to select. To return to the Mode Selection Screen, either select "EXIT" or press the **B** button.



OFFICIAL RACE (P.10)

EVENT RACE (P.12)

CAR SHOP (P.13)

PARTS SHOP (P.13)

USED PARTS SHOP (P.14)

MY GARAGE (P.15)

SAVE/LOAD (P.5)

During the main menu, hold down the left trigger to display the Event Race Chart and right trigger to display the Car Condition Chart.



EVENT RACE



CAR CONDITION



## GAME FLOW

The following is the basic flow of Sega GT 2002 mode.  
This mode basically has 2 major parts: racing (Official Race and Event Race) and car management (Car Shop, Parts Shop, Used Parts Shop, and My Garage).

### CAR SHOP

- Purchase new car



### PARTS SHOP

- Purchase new car parts
- Repair car parts



### USED PARTS SHOP

- Purchase used car parts
- Purchase goods and videos



### MY GARAGE

- Change cars
- Change parts / Tune cars
- Put car up For Sale
- View pictures and prize collection
- Perform a Test Run



When you finish with car management, enter the  
**OFFICIAL RACE or EVENT RACE!**

## OFFICIAL RACE

- Win prize money and prizes
- Earn a license (stage requirement)

### STAGE

#### RACE 1

#### RACE 2

#### RACE 3

Finish in the top 3  
for all the races in  
a stage.  
\* There is total of 3 ~ 5  
races in each Stage.

### LICENSE TEST

Pass the license test  
to advance to the  
next stage.  
\* No test for the  
second season.

## EVENT RACE

- Win prize money and prizes

Event Race can be entered at any point of the  
game. Some races require a particular type of  
car to enter. See P.14 for the list of races.



When you finish the race, the replay (P.23) of  
the race will follow.



## OFFICIAL RACE

Place in the top 3 of each of the Official Races of a stage to earn a license (only in first season). Prize money for each race will vary according to the race result, while there is a special prize for finishing the race among the top 3.

## STAGE RACE

When the Official Race menu is displayed, use  $\leftarrow \rightarrow$   $\uparrow \downarrow$  to highlight a race, and press the **A** button to select. To return to the main menu, either select "EXIT" or press the **B** button.



Use  $\uparrow \downarrow$  to select the transmission of the car ("AT": Automatic; "MT": Manual).



When the race is finished, the Prize Screen will be displayed. Finish the race among the top 3 to also receive a special prize with the prize money. The car's damage (based on Damage Gauge) is automatically restored with the prize money of the race.



Special Prize



Prize Money

When you finish the race, the replay (P.23) of the race will follow.

## LICENSE TEST

Place in the top 3 of each of the races of a stage to earn the License Test. Use  $\uparrow \downarrow$  to highlight the LICENSE TEST on the Official Race menu, and press the **A** button to select. To return to the main menu, either select "EXIT" or press the **B** button.



Use  $\uparrow \downarrow$  to select the transmission of the car ("AT": Automatic; "MT": Manual).



Instructions of the License Test will be displayed. Highlight "START" and press the **A** button to enter. Note that each test is performed with a predetermined car.



The License Test tests not only your time, but also your driving techniques. By driving recklessly, the gauge on the right side of the screen will decrease during the race. When this gauge drops to "0", you fail the test.

Once you pass the License Test of the stage, you can enter the Official Race for the next stage. After earning the SS License in the first season, there is no License Test to advance to the next stage in the second season.



## Sega GT 2002 Mode

### EVENT RACE

Enter an Event Race to earn special prizes and prize money like the Official Race. There are 6 races from each sponsor and 9 races each with their own unique format.

When the Event Race menu is displayed, use  $\leftarrow \rightarrow$  to highlight a race, and press the **A** button to select. Then use  $\uparrow \downarrow$  to select the transmission ("AT": Automatic; "MT": Manual). To return to the main menu, either select "EXIT" or press the **B** button.



When the race is finished, the Prize Screen will be displayed (P.12).

### RACE SELECTION

Enter the following races at any point of this mode.

CASIO SPORTS CUP	Battle of 90's
MOTOLORA ONE MAKE RACE	Hot Hatch Event
BRIDGESTONE AMAZING RACE	Group B Monsters
SEGA DRAG RACING	Super Car Event
Microsoft SPEED CUP	Touring Car Race
FUJIFILM Circuit Battle	Entry One Make Race
Battle of 70's	Winding Road Race
Battle of 80's	

When you finish the race, the replay (P.23) of the race will follow.

## Sega GT 2002 Mode

### CAR SHOP

Purchase a new car with the prize money earned from your races. Cars that you purchase will be stored in the garage. There are cars that can not be purchased at the Car Shop but can only be earned as a prize.

Use  $\uparrow \downarrow \leftarrow \rightarrow$  to highlight a car maker, and press the **A** button to select. Select "SELL" to sell the cars you have in the garage. To return to the main menu, either select "EXIT" or press the **B** button.



Use  $\leftarrow \rightarrow$  to change a car model, and  $\uparrow \downarrow$  to change the color of the car. Press the **Y** button to change the view of the car. To purchase a car currently selected (displayed on screen), press the **A** button.



When you select "SELL" to sell a car you own, use  $\uparrow \downarrow$  to highlight the car, and press the **A** button to sell the car by the price listed on the screen.



### PARTS SHOP

Purchase new car parts, or restore your suspension and engine. Also upgrade your car parts for a better performance at the Parts Shop.

Use  $\leftarrow \rightarrow$  to highlight the type of parts, and press the **A** button to select. Then use  $\leftarrow \rightarrow$  to change the particular item and press the **A** button to purchase. To return to the main menu, either select "EXIT" or press the **B** button.



Select "Overhaul" to restore the parts. Also, the car parts can be installed from MY GARAGE (P.16).



## USED PARTS SHOP

Purchase used car parts or a video. There are rare parts that can only be purchased through the Used Parts Shop.

Use  $\leftarrow \rightarrow$  to highlight the type of parts, and press the **A** button to select. Then use  $\leftarrow \rightarrow$  to change the particular item and press the **A** button to purchase. To return to the main menu, either select "EXIT" or press the **B** button.



### VIDEO

There are 2 types of video; "REPLAY VIDEO" and "GHOST CAR." Both can be purchased at the Used Parts Shop.



REPLAY VIDEO



GHOST CAR

#### REPLAY VIDEO

Viewed like the normal replay (P.19) of your race. The video will include footage of rare cars that are hard to get.

#### GHOST CAR

Used like your Ghost Car from Time Attack mode (P.22). A valuable video with the Ghost Car of a pro's driving.

## MY GARAGE

Enter your very own garage where your cars and race prizes are stored. The garage is also subject to expand as you progress in this mode.

When the My Garage menu is displayed, use  $\uparrow \downarrow$  to highlight a menu item, and press the **A** button to select. To return to the main menu, either select "EXIT" or press the **B** button.



## GARAGE MENU

### CHANGE

You can change the car you are currently using. Use  $\uparrow \downarrow$  to change the car and press the **A** button to select.



### PARTS

Install the car parts you purchased or earned as a prize or tune the parts. Use  $\uparrow \downarrow$  to highlight either "CHANGE" or "TUNE" and press the **A** button to select.



When you select "CHANGE" a menu with 3 items (Suspension, Tire, Gear Kit) will be displayed. Use  $\uparrow \downarrow$  to highlight the part and press the **A** button to select. Then use  $\uparrow \downarrow$  to change the part and press the **A** button to select. When you are finished, select "EXIT."



When you select "TUNE" a menu with 3 items (Suspension, Camber Angle, Boost Pressure) will be displayed. Use  $\uparrow \downarrow$  to highlight the item and press the **A** button to select. Then use  $\uparrow \downarrow$  to select the gauge and  $\leftarrow \rightarrow$  to adjust each gauge. When you are finished, select "EXIT." Select "UNDO" to cancel the changes.





## Sega GT 2002 Mode

### PRIZE

View the trophies and photos of your past races. Use **↑↓** to change the car and press the **A** button to select.



### GARAGE SALE

Put a price on your car, and display it in front of the garage to sale. Use **↑↓** to highlight a car and press the **A** button to select. Then use **↑↓←→** to set the price for the car and press the **A** button to confirm.



### TEST RUN

Take a test drive on the test course behind your garage. Test the condition after the tuning and installation of new car parts.

To quit the Test Run, press the **START** button to display the Pause Menu (see below) and select "EXIT." When you finish the Test Run, the replay (P.23) of the test drive will follow.

### PAUSE MENU

During a race, press the **START** button to display the Pause Menu. Use **↑↓** to highlight a menu item and press the **A** button to select. Press the **Y** button to change the BGM or adjust the various settings of the sounds during the race.



**CANCEL**

Continue the race.

**RETRY**

Restart the current race.

**EXIT**

Return to the race menu.

## Quick Battle Mode

Enter a race with the car and course of your choice. Use **↑↓** to highlight "SINGLE RACE," "DUAL RACE," or "CPU RACE" and press the **A** button to select. To return to the main menu, either select "EXIT" or press the **B** button.



### CAR SELECTION



**SINGLE RACE**



**DUAL RACE**



**CPU RACE**

Use **↑↓←→** to highlight a car maker, and press the **A** button to select. Select "GARAGE" to load the car from Sega GT 2002 mode.

Use **←→** to change a car model, and **↑↓** to change the color of the car and press the **A** button to select. Use **↑↓** to select the transmission ("AT": Automatic; "MT": Manual) and tuning of the car ("NORMAL" or "LIGHT TUNE").

### COURSE SELECTION



**COURSE**



**DIFFICULTY**



**LAP**

Then use **←→** to highlight the course, and press the **A** button to select.

In Single Race, use **↑↓** to change the difficulty and the number of laps for the race. Press the **A** button to select. In Dual Race and CPU Race, use **↑↓** to change the number of laps for the race and press the **A** button to select. In CPU Race, use **↑↓** to select the number of cars and press the **A** button to

When you finish the race, the replay (P.23) of the race will follow.



# Chronicle Mode

Select a classic car from the 70's ~ early 80's and finish the race among the top 3 to advance to the next stage. The game is over when you fail to finish among the top 3.

## CAR SELECTION

Use  $\leftarrow \rightarrow$  to change the car model, and  $\uparrow \downarrow$  to change the color of the car and press the **A** button to select. Then use  $\uparrow \downarrow$  to select the transmission ("AT": Automatic; "MT": Manual).

To return to the Mode Selection menu, press the **B** button.



## GAME FLOW

The following is the basic flow of Chronicle mode.

### STAGE RACE



Finish among the top 3 to advance to the next race. A Replay (P.23) of the race will follow.



The game is over if you fail to advance to the race. Retry the Stage or exit this mode.

### BONUS PARTS



With the points you earned from the race, select Bonus Parts to upgrade the car. Use  $\leftarrow \rightarrow$  to highlight the type of parts, and press the **A** button to select.

### NEXT STAGE RACE

## Chronicle Mode

## BINGO SCREEN

A bingo like table will be displayed when a stage is cleared. Each cell of the table represents the stage of the classic car you can choose in Chronicle mode. Earn a medal (see below) for each stage you clear. Use  $\leftarrow \rightarrow$  to view the entire table. The table with the medals you earned can be saved through the SAVE/LOAD menu (P.5).



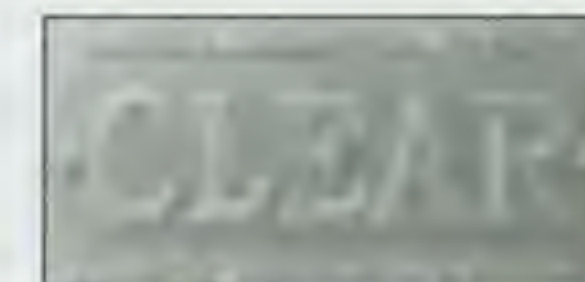
## MEDALS



1st Place  
(Gold Medal)



2nd Place  
(Silver Medal)



3rd Place  
(Bronze Medal)

By filling an entire column or entire row with medals, you are awarded with a new car for Quick Battle mode. The cars you are awarded will appear in the bottom row and the right column of the table.

## PAUSE MENU

During a race, press the START button to display the Pause Menu. Use  $\uparrow \downarrow$  to highlight a menu item and press the **A** button to select.



**CANCEL**

Continue the race.

**RETRY**

Restart the current race.

**EXIT**

Return to the race menu.



# Time Attack Mode

Enter a race to set the fastest lap time with a car and course of your choice. Record your best performance (lap) of the course as "Ghost Car" to race against the Ghost Car at a later time.

Use **↑ ↓ ← →** to highlight a car maker, and press the **A** button to select. Enter "GARAGE" to load a car from Sega GT 2002 mode. Select "EXIT" to return to the Mode Selection menu.



After selecting the car, use **← →** to highlight the course, and press the **A** button to select. To race against a saved Ghost Car, highlight "GHOST CAR" (last item on the right) and press the **A** button to select.

To return to the top of this mode, select "EXIT."



When the GHOST Screen is displayed, use **← →** to highlight "LOAD" ("DELETE" to erase a file), and press the **A** button to select. Then use **← →** to highlight the Ghost Car and press the **A** button to enter the race.



## SAVING GHOST DATA

The Ghost Car of the lap you are running can be saved as from the Pause Menu of TIME ATTACK mode.

To save a Ghost Car of the current lap, press the START button to display the Pause Menu. Use **↑ ↓** to highlight "GHOST CAR" and press the **A** button to save through the Car Screen.



Also, select "EXIT" during the Pause Menu to return to the menu of the mode or "CANCEL" to continue the Time Attack mode.

# Replay

After a race, the replay of the race will follow (\*except for Time Attack). View your race from various camera positions.

Use the button assignments shown in the bottom of the Replay Screen to change the view of the race from various positions.



Place among the top 3 in a race in Sega GT 2002 mode and you can take 6 photographs of the race during the replay. Select one out of the 6 photos that will be displayed in My Garage after the replay.



Press the **Y** button to take a snapshot of what is being displayed on the Replay Screen. The previous shot will be displayed on the top right corner.

When the replay is finished, select "SAVE REPLAY" from the Pause Menu (see below) to display the Replay Screen. Use **← →** to highlight either "SAVE" or "DELETE" (to delete a file) and press the **A** button to select. Then use **← →** to change the file space and press the **A** button to select. Select an existing file to overwrite a file.



## PAUSE MENU

While viewing the replay, press the START button to display the menu items shown below.

Use **↑ ↓** to highlight a menu item, and press the **A** button to select.

**CANCEL**

Continue the replay.

**SAVE REPLAY**

Save the replay.

**EXIT**

Return to the menu of the mode.



## Replay

## REPLAY STUDIO

Play and edit the replays of Quick Battle, Sega GT 2002, and Chronicle mode saved on the Xbox hard disk.

Use **↑↓** to highlight either "PLAY" or "EDIT" and press the **A** button to select.



Replay Screen will be displayed. Use **↑↓** to highlight either "LOAD" or "DELETE" (to delete a file) and press the **A** button to select. Then use **←→** to change the file space and press the **A** button to select.

To return to the main menu, either select "EXIT" or press the **B** button.



## EDIT REPLAY

Record a replay and edit it by using the special effects filters.



On the Replay Studio Screen for EDIT, first use **↑↓** to highlight the type of filter for the special effect and use **←→** to toggle the effect. ("FILTER ON"/"FILTER OFF").

To change the effect during the replay, select "FILTER OFF" and then highlight another filter. Press the **Y** button to pause during the Replay Studio.

To save the edited replay select "EXIT", highlight "YES" during the Save Confirmation Screen, and press the **A** button to save the replay.



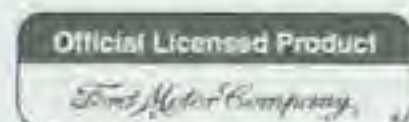
## Credits

- Names, emblems and body designs of Adam Opel AG automobiles used on "Sega GT 2002" are trademarks and/or intellectual properties of Adam Opel AG and used under license to Sega Corporation.
- Trademarks, design patents and copyrights are used with the approval of the owner AUDI AG.
- Names, emblems and body designs of Chaterham cars Ltd. automobiles used on "Sega GT 2002" are trademarks and/or intellectual properties of Chaterham cars Ltd. and used under license to Sega Corporation.
- The Mr. Horsepower Logo is a registered trademark of Clay Smith Engineering, Inc. All Rights Reserved.
- Dodge is a registered trademark of DaimlerChrysler Corporation. Dodge <sup>®</sup> Viper GTSR and Charger and their trade dress are used under license from DaimlerChrysler and is used under license by Sega Corporation. © 2002 DaimlerChrysler Corporation.
- Names, emblems and body designs of DOME CO., LTD. automobiles used on "Sega GT 2002" are trademarks and/or intellectual properties of DOME CO., LTD. and used under license to Sega Corporation.
- MUSTANG, FORD GT90 and FORD GT are registered trademarks owned and licensed by Ford Motor Company.
- "Alfa Romeo" is a trademark and is used with permission from Fiat Auto (Belgio) S.A.
- Punto HGT ABARTH 2002, Barchetta 1.8 16V 2002, Coupe 20V Turbo 1993, 1000TCR BERLINA CORSA 1965, ABARTH 121 Rally 1974, emblems and body designs are trademarks and/or other intellectual property of Fiat Auto S.p.A and are used under license to Sega Corporation.
- Chevrolet, Corvette, Z06, Stingray, Camaro, Z28, SS, Chevelle, Emblems and vehicle body designs are General Motors Trademarks used under license to Sega Corporation.
- Official Honda Licensed Product. The game features trademarks, copyrighted material, and/or automobile designs of cars actually produced and/or distributed by Honda Motor Co., Ltd. (Japan). All rights reserved.
- Names, emblems and body designs of Honda Motor Co.,Ltd. automobiles used on "Sega GT 2002" are trademarks and/or intellectual properties of Honda Motor Co.,Ltd. and used under license to Sega Corporation.
- The word "Jaguar", the leaping cat device, and the characters "E Type Sr.1" and "Mk.II" are the trademarks of Jaguar Cars Ltd., England and are used under license.



## Credits

- Names, emblems and body designs of JIOTTO CASPITA automobiles used on "Sega GT 2002" are trademarks and/or intellectual properties of Wacoal Corp. and used under license to Sega Corporation.
- Lotus, Elise, Esprit, ELAN, EUROPA and associated logos, emblems and body designs are trademarks and/or other intellectual property of Group Lotus Limited and are used under license to Sega corporation.
- Names, emblems and body designs of Savanna RX-3, RX-7, Cosmo sport, Roadster, Eunox Roadster, RX-7 automobiles used on "Sega GT 2002" are trademarks and/or intellectual properties of Mazda Motor Corporation and used under license to Sega Corporation.
- DaimlerChrysler, Three Pointed Star in a Ring and Mercedes-Benz are Trademarks of and licensed courtesy of DaimlerChrysler AG and are used under license to Sega Corporation.
- Names, emblems and body designs of MITSUBISHI MOTORS CORPORATION automobiles used on "Sega GT 2002" are trademarks and/or intellectual properties of MITSUBISHI MOTORS CORPORATION and used under license to Sega Corporation.
- Names, emblems and body designs of NISSAN MOTOR CO., LTD. automobiles used on "Sega GT 2002" are trademarks and/or intellectual properties of NISSAN MOTOR CO., LTD. and used under license to Sega Corporation.
- Peugeot trademarks and logo and body designs are the intellectual property of Automobiles Peugeot and are used under license to Sega Corporation.
- Renault cars appear courtesy of RENAULT, Société Anonyme.
- SUBARU, IMPREZA, WRX, STI and SVX names, emblems and body designs are properties of Fuji Heavy Industries Ltd. and used under license by Sega Corporation.
- Names, emblems and body designs of TOYOTA MOTOR CORPORATION and used under license to Sega Corporation.



## Credits

## SEGA OF AMERICA, INC.

## Quality Assurance and Product Development

**VP of Product Development**  
Jin Shimazaki

**Localization Manager**  
Osamu Shibamiya

**Localization Producer**  
Howard Gipson

**Test Manager**  
Arnold Feener

**Lead Tester**  
Demetrius Griffin

**Testers**  
Jason Bianchi  
Zach Zito  
Stephen Ritchie  
David Robinson  
Cecil McGriff III

## Entertainment Product Marketing

**Vice President - Entertainment Marketing**  
Mike Fischer

**Product Managers**  
Noah Musler  
Rich Briggs

**Public Relations Manager**  
Kirsten Merit

**Public Relations Specialist**  
Bryce Baer

**Senior Advertising Manager**  
Caroline McNiel

**Senior Advertising Specialist**  
Teri Higgins

**Senior Strategic Relations Manager**  
Roxana Hui

**Creative Services**  
Robert Schonfisch - Art Director  
Erica Forte - Project Manager  
Vicki Morawietz - Graphic Designer  
Arianne McCarthy - Specialist

**Special Thanks**  
Sandy Castagnola  
Jo Aragones  
Mike McCollum  
Ben Briones  
Whitney Pease  
Takuma Hatori  
Kats Sato  
Hiratsuka Takeshi  
Shinobu Shindo  
Kinuyo Saito  
Chase  
Peter O'Brien  
Mark Horneff

## SEGA OF JAPAN

## Manual Production

**Supervisor**  
Sakuta Yoshihiro

**Designer**  
Satoru Ishigami

**Editor**  
Tetsuya Honda

See the in-game credits for the complete list of the original development staff of sega GT 2002.



# CLAY SMITH

Engineering, Inc.

Call 800-454-7999

714-523-0530 FAX 714-522-3315

MR. HORSEPOWER

## T-SHIRTS



## BEANIES



and...

## HATS



# MORE! at [www.mr-horsepower.com](http://www.mr-horsepower.com)

\*\*\* CATALOG AVAILABLE \*\*\*

5870 Dale Street Buena Park, CA 90621 USA

The Mr. Horsepower Logo is a registered trademark of Clay Smith Engineering, Inc. All Rights Reserved.

# Warranty

**\*THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON THE XBOX™ VIDEO GAME SYSTEM MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

Sega of America, Inc. warrants to the original consumer purchaser that the Xbox Game Disc product shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective Xbox Game Disc product or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the Game Disc product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

### Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site ..... <http://www.sega.com>
- e-mail ..... [support@sega.com](mailto:support@sega.com)
- telephone ..... 1-716-650-6703

### LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and Sega GT are either registered trademarks or trademarks of Sega Corporation or its affiliates. © 2002 WOW ENTERTAINMENT INC./ SEGA CORPORATION. All Rights Reserved. [www.sega.com](http://www.sega.com). This game is licensed for use with Xbox only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. SEGA of America, Inc., 650 Townsend Street, Suite 650, San Francisco, CA 94103. All Rights Reserved. [www.sega.com](http://www.sega.com). Programmed in the USA. Made and printed in the USA.